Ni Sa Bula!
Welcome to Kidanet's KIDAtalk - a new and smarter way to call

Ni Sa Bula!
Thank you for signing up with KIDAtalk, yet another innovative product brought to you by Kidanet, a subsidiary of FINTEL.

This guide is designed to help you get started quickly. It lists the different types of equipment available complete with set-up and usage instructions.

If you require further assistance, please do not hesitate to contact us. We look forward to hearing from you, especially with regards to your KIDAtalk experience. Vinaka!

By Kidanet, a subsidiary of FINTEL

KIDAtalk – talk all you want

Sign up now and call the world

For subscription, CONTACT us at:

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KIDAtalk Soft phone

Minimum System Requirements

A PC running Windows ME/2000sp4/XPSP2/Vista:

Hardware requirement:

At least Intel Celeron 300 CPU with 32MB for Windows ME, 128MB for Windows 2000, 256 for Windows XP.

A full-duplex sound card with a microphone and speakers, or any USB phones. Installed latest **DirectX** (9.0 at least) is strongly recommended; you can check it by dxdiag.exe. Please use the latest drivers for your soundcards and USB phones.

Any kind of broadband TCP/IP connection like wired or wireless (802.11x, 802.16x) Ethernet or wide area connections (WAN) like DSL, E1/T1, etc are recommended. You will get a good sound quality with a wideband connection.

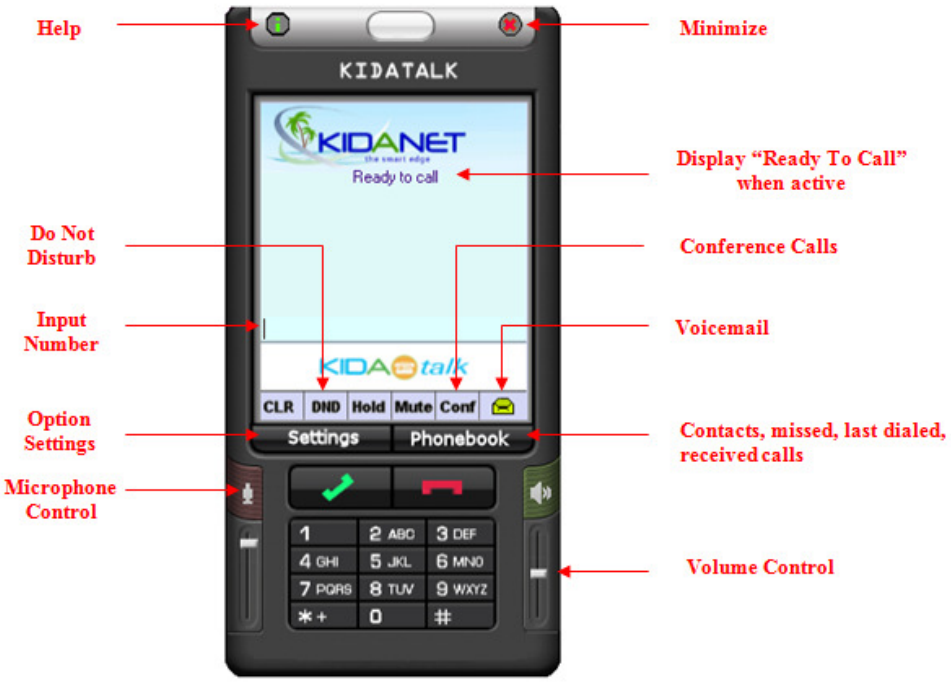
Setup and Installation

You can download the softphone client from http://www.kidatalk.com.fj. After downloading the client from the website, doubleclick the .exe file. The file will auto run and guide you through the rest of the installation process. Be sure that you have the Administrator priviledge to install applications on your laoptop/PC, else please consult your IT Admin to have the priviledge included in your laptop/PC. Meanwhile, turn off all music applications.

How to make a Call?

After installing the softphone, you will see a dialer.

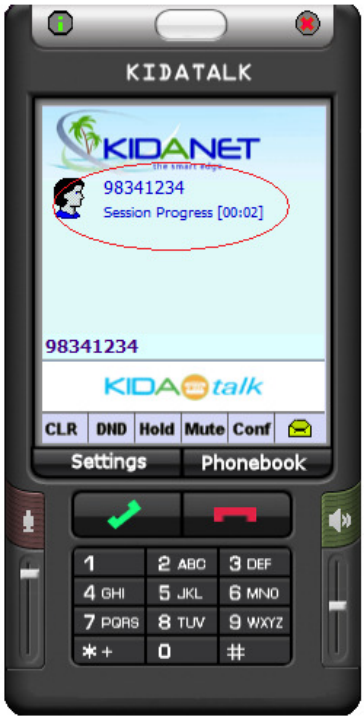
KIDAtalk Softphone



To make Local calls

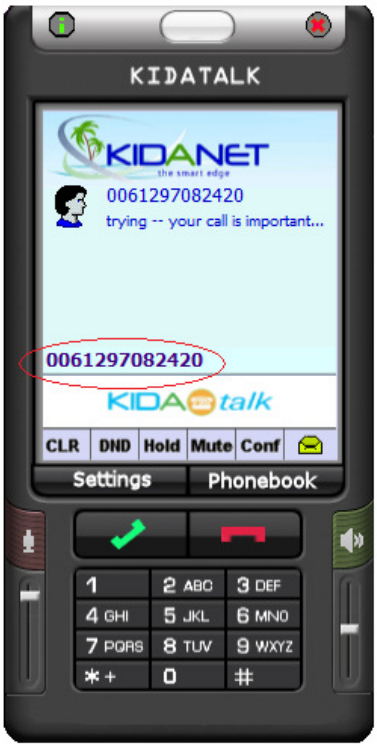
1. To make a local call to either a mobile or to a fixed line, simply key in the phone number and click on the dial pad or on your keyboard.

2. You will be able to see from the dialer screen that the phone is ringing on the receiving end. The call is connected once the receiver picks up the call.



To make International Calls/IDD

1. To make international calls, you would need to input a “00” prefix in front of the country code and the number that you wish to dial to. (For example, to call Sydney in Australia, you need to dial “00” followed by country code for Philippines “61”, area code for Sydney “2” and the number you wish to dial to, such as as 00-61-2-XXXXXXXX. Click on “Dial” button to call.

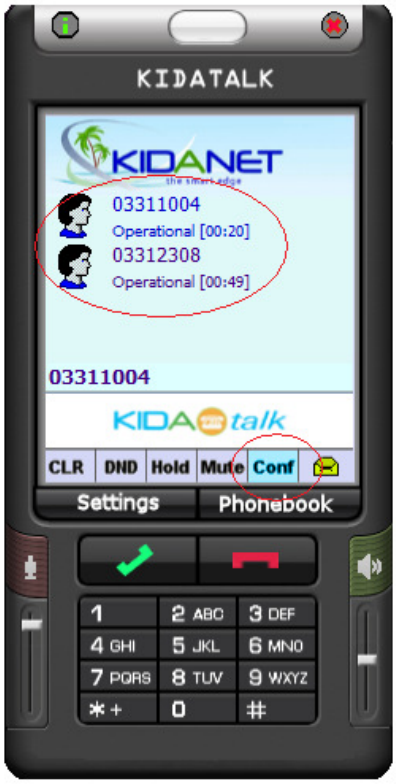


To terminate a call

1. Simply click on the End Call button and the call will be terminated.

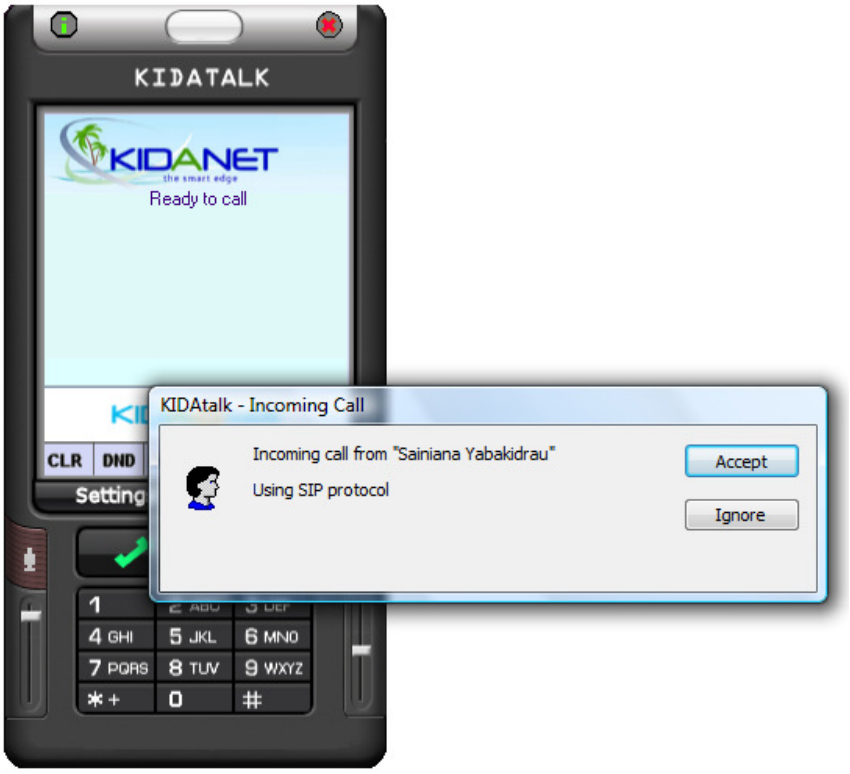
To enable Conference Calls

1. Dial the number of the first calling party. When the first calling party picks up the call, you will see from the dialer screen that the call is in operation.
2. Proceed to dial the number of the next party. When the next party picks up, you can call conference both parties together by clicking on “CONF” on the softphone.



To enable DND – Do Not Disturb

1. Click “DND” on the softphone. Once this is enabled, all calls will be routed to the Voicemail. There will be a pop-up window from the softphone that will reflect the called party’s number if the caller ID is not blocked.

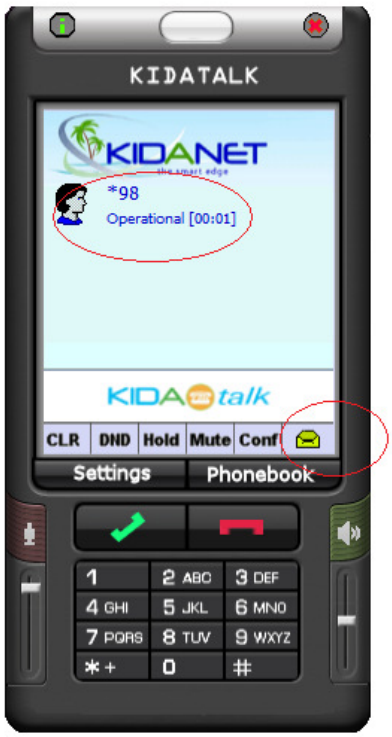


To control microphone level and sound level

1. To control the microphone level, adjust the control on the left side of the softphone.
2. To control the sound level, adjust the volume control on the right side of the softphone.

To access Voicemail

1. When a voicemail is received, the Voicemail icon will turn red. Click on the icon to listen to your voicemails.



Phonebook

There are a few ways to add a contact to the phonebook.

1. From the dialed number, simply right-click your mouse. There will be an option for the number to be added to your phonebook. Key in the relevant details and click ok.
2. Another way is to select the number – either dialed, received or missed call and right click on your mouse. You will see the same pop-up window for inputting the details.

Call Features

Auto Accept Calls – Right click on your phone and select Auto accept calls.

Call Hold – Click on the Hold button to place the call on hold.

Do Not Disturb – Click on the DND button or right click on your phone and select Do not disturb and all calls to the user will be directed to the voicemail

Conference Call – Place the call on hold. Dial the 2nd number from either the number input field or from your contact list. Click on the CONF button and the call will be bridged.

Call Transfer – Click on the XFER button and dial the transferring number from either the number input field or from your contact list..

Jabber – Go to options and then the Jabber tab. Set up the Jabber account. Once it is connected, you will be able to add and see your contacts in the Jabber Contacts.

Neighborhood – See who's online in your same LAN.

Voicemail – When there is a voicemail in your mailbox, you will see the message that there are messages waiting for you. You can either click on the Voicemail button or dial *98.

Call Waiting – When on a call, you can another incoming call flashing on your screen.

ATA – ANALOG TELEPHONE ADAPTOR

Minimum System Requirements

- An active Internet connection
- An active service subscription with KIDAtalk
- You regular telephone set with RJ-11 telephone wire

LINKSYS SPA3102

Voice gateway with Router

Package Contents

- Voice Gateway with Router
- Ethernet Cable
- RJ-11 Phone Cable
- Power Adapter
- User Guide on CD
- Quick Installation

How to Use this Guide

Your guide to the Voice Gateway with Router has been designed to make understanding networking with the Voice Gateway easier than ever. Look for the following items when reading this guide:

This exclamation point means there is a caution or warning and is something that could damage your property or the Voice Gateway.

This question mark provides you with a reminder about something you might need to do while using the Voice Gateway.

This checkmark means there is a note of interest and is something you should pay special attention to while using the Voice Gateway.

In addition to these symbols, there are definitions for technical terms that are presented like this:

word: *definition.*

Also, each figure (diagram, screenshot, or other image) is provided with a figure number and description, like this:

Figure 0-1: Sample Figure Description

Figure numbers and descriptions can also be found in the "List of Figures" section.

SPA3102-UG-60330NC JL

The Front Panel

The Voice Gateway's LEDs, which inform you about network activities, are located on the front panel.

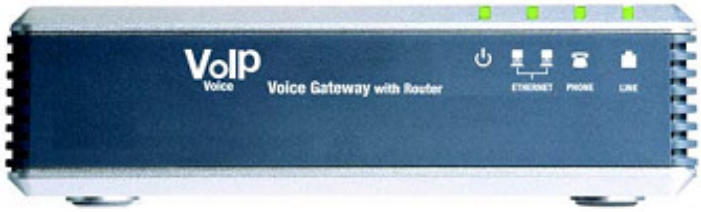


Figure 3-2: Front Panel

Power	Green. The **Power** LED lights up when the Voice Gateway is powered on and connected to the Internet. It flashes when the Voice Gateway is not connected to the Internet. The LED also flashes when the Voice Gateway is booting up or upgrading its firmware.
ETHERNET	Green. The **ETHERNET** LED lights up when there is an active connection through the ETHERNET port. If the LED is flashing, then there is traffic moving through that port.
PHONE	Green. The **PHONE** LED is solidly lit when a telephone or fax machine has an active or registered connection to your Internet Telephony Service Provider (ITSP) through the PHONE port. It flashes when the phone is being used or is off the hook.
LINE	Green. The **LINE** LED lights up when the a telephone or fax machine has an active connection to traditional phone service through the LINE port.

The Back Panel

The Voice Gateway's ports are located on the back panel.

Figure 3-1: Back Panel

LINE	Use this port to connect the Voice Gateway to your standard telephone wall jack.
PHONE	Use this port to connect an analog phone (or fax machine) with an RJ-11 telephone cable.
ETHERNET	The **ETHERNET** port connects to a network device, such as a PC or a switch, with an Ethernet network cable.
INTERNET	The **INTERNET** port connects to your cable or DSL modem.
Power	The **Power** port is where you will connect the power adapter.

Connecting the Voice Gateway

1. Power off your network devices, including your modem and PC.

2. If you have traditional phone service, connect the RJ-11 phone cable (included) to the Voice Gateway's LINE port and your telephone wall jack.

3. Connect one end of a different RJ-11 phone cable to the Voice Gateway's PHONE port. Connect the other end to your analog telephone or fax machine.

IMPORTANT: Do not connect the PHONE port to a telephone wall jack. Make sure you only connect a telephone or fax machine to the PHONE port. Otherwise, the Voice Gateway or the telephone wiring in your home or office may be damaged.

Voice Gateway with Router

4. Connect one end of an Ethernet network cable (included) to the ETHERNET port of the Voice Gateway. Connect the other end to the Ethernet port of your PC.

5. Connect one end of a different Ethernet network cable to the INTERNET port of the Voice Gateway. Connect the other end to your cable/DSL modem.

6. Power on the broadband modem.

7. Connect the included power adapter to the Voice Gateway's power port, and

then plug the power adapter into an electrical outlet. The power LED on the

front panel will light up as soon as the Voice Gateway powers on.

8. Power on your PC.

NOTE: Make sure your PC's Ethernet adapter is set to obtain an IP address automatically. For more information, refer to Windows Help.

How to make a Call?

If you currently have a DECT phone at home, you will still use the same calling pattern and style for local calls (mobile, land line). For IDD calls, you are required to add the prefix "00"before you input the country code, area code and number.

Figure 4-1: Connect to the Telephone Wall Jack

Figure 4-2: Connect a Telephone

Figure 4-3: Connect a PC

Figure 4-4: Connect to the Modem

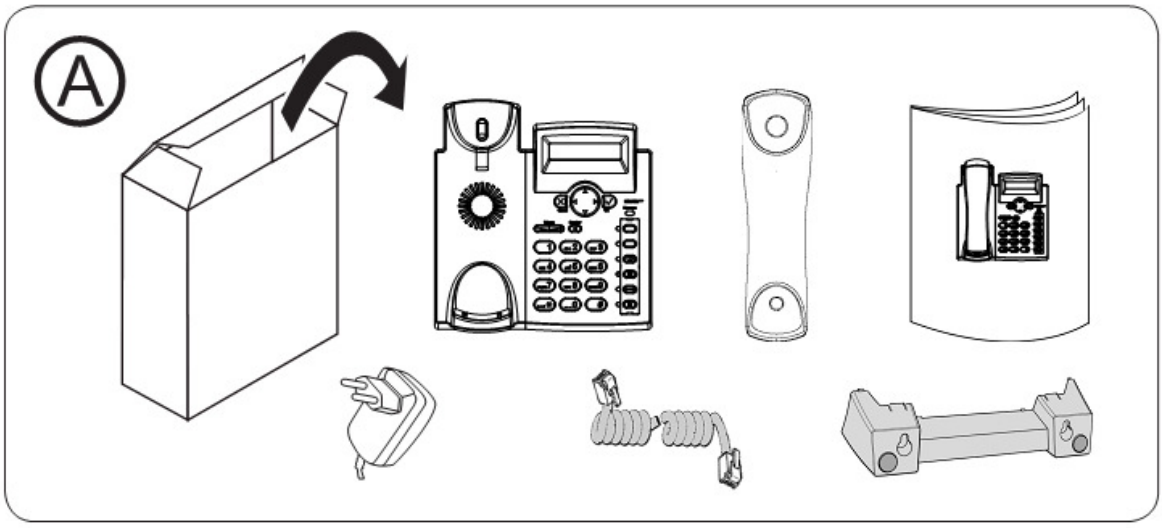
Figure 4-5: Connect Power

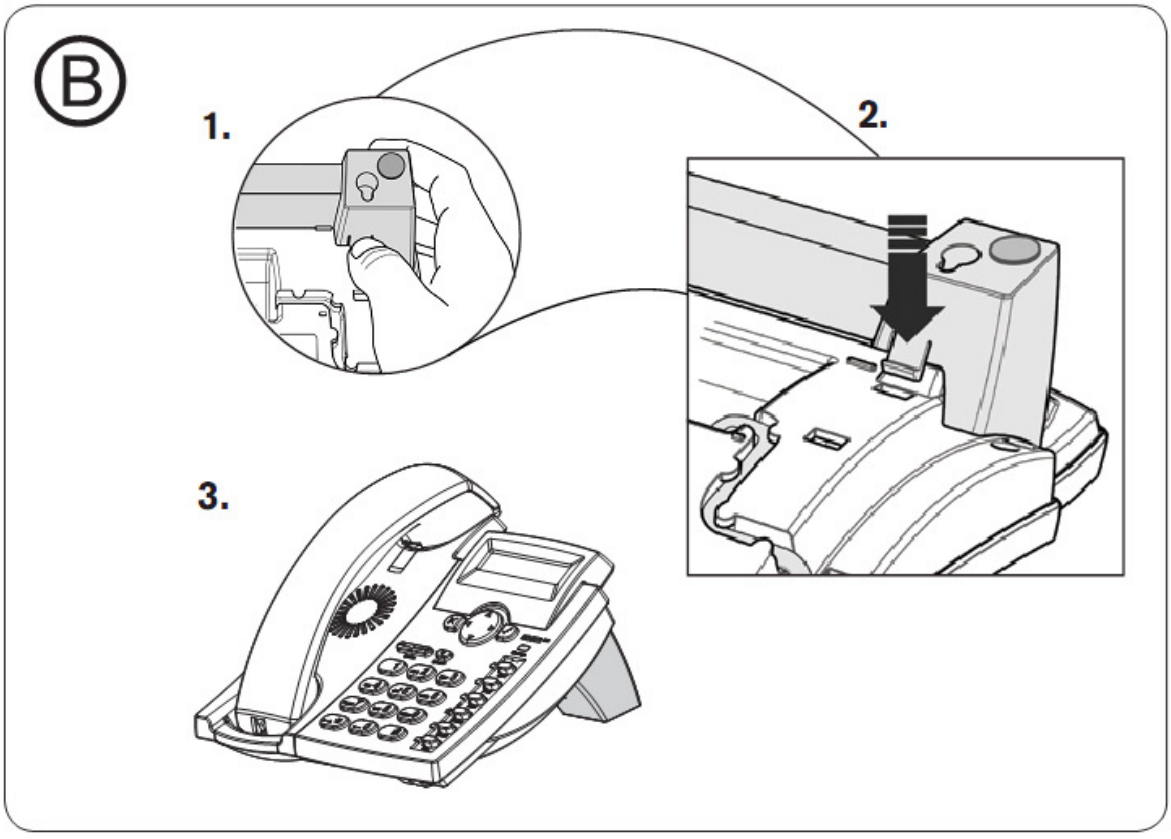
SNOM300/Aztech IP150 – IP Telephone

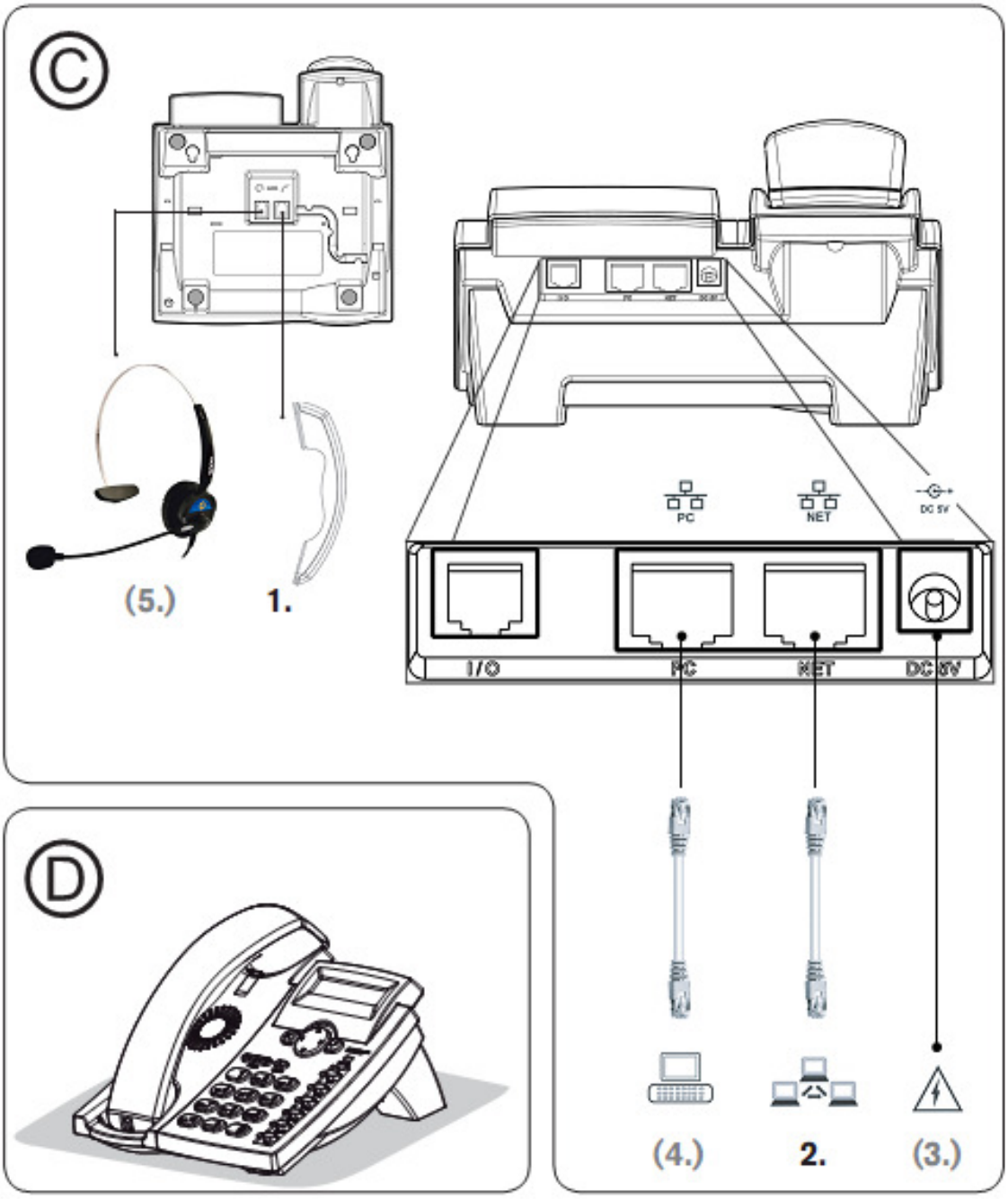
DELIVERY CONTENT

- Base unit with display and keypad
- Handset and Handset cradle
- Power Supply

QUICK INSTALLATION GUIDE



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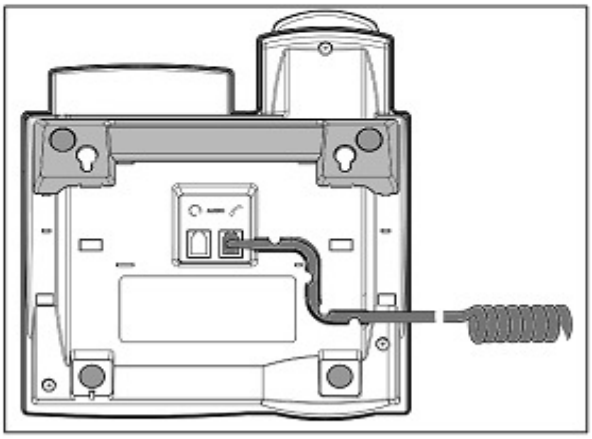
SETTING UP SNOM 300/IP150 – IP PHONE

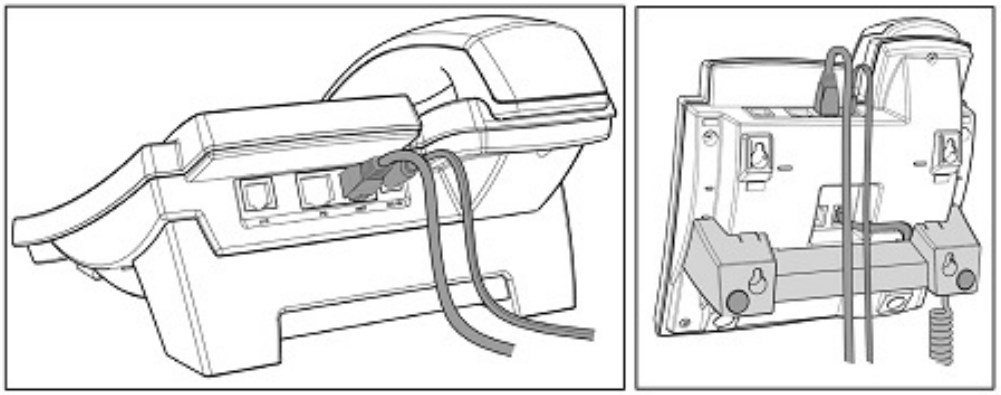
Your snom 300 is delivered with the footstand (shaded light gray in Fig. 1) attached to the phone's bottom shell in the position for desktop placement. Place the snom 300 on an even, horizontal surface that gives the rubber pads a secure grip. Do not place it on carpets or other materials containing fibers that could block the air vents and cause overheating.

Connect one end of the handset cable to the handset and the other end to the jack labeled " " on the phone's bottom shell. Clip the handset cord into the groove on the bottom shell of the phone, as shown in Fig. 1.



Bottom View

CONNECTING SNOM 300/IP150 – IP PHONE



Back View

Plug the Ethernet (network) cable into the RJ45 connector labeled "NET" and plug the other end into the network side to establish a data link. The second RJ45 connector, labeled "PC", is for daisy-chaining further Ethernet devices without the need for a second Ethernet connection line.

Insert the plug of the power supply into the connector labeled "DC 5V" and hook up the casing into the mains.

If you want to use a headset, connect it to the RJ audio jack labeled "" on the bottom shell of the phone.

Fig. 7 shows the connected phone with the footstand attached in the position for desktop placement. Fig. 8 shows the connected phone with the footstand attached in the position for wall mounting.